PCEngine GAMER

ISSUE 2 • OCTOBER 2010 • FREE

REVIEWED

PLATFORM COMBAT
最後の忍道
NINJA SPIRIT

PROVING THAT EVERYTHING IS MORE FUN IN A THREESOME

PLUS

PREHISTORIC SHOOTING
ドラゴンスピリット
DRAGON SPIRIT

WHY THE GIRLS LOVE A GUY WITH THREE HEADS

ALSO IN THIS ISSUE: JOE REVIEWS JOE • FEENA INTERVIEWED

PCEng

4 REVIEW : NINJA SPIRIT
It is well known that ninjas like to flip out and kill people, and this one has brought his friends.

9 FISH & TIPS
If a sound test and a random red screen is not enough for you, also check out the hidden game in Mesopotamia.

10 REVIEW : DRAGON SPIRIT
Dragons get a lot of bad press, so now is your chance to take on the role and vent some of that anger.

14 GAMING TONGUE
Joe Redifer checks out a handful of classic (i.e. old) titles and throws in a new one just to shake things up.

19 INTERVIEW
We catch up with one of gaming's lovelies for a very insightful interview

20 FEEDBACK
You've said a lot of things about the first issue, some of which I even understand. See it here.

22 THE FINAL COUNTDOWN
Shooters are great. Bosses are great. And the most vital boss is on the first level. Check out the top ten.

gine GAMER

ISSUE 2
OCT 2010

Hello 'Engine fans.

It's jolly nice to be here again. Enough of you seemed to like the first issue so I threw caution to the wind and decided to make another.

We have an addition to the crew this time in the form of an upstanding pillar of the community, Mr Joe Redifer. Joe has decided to tackle the Gaming Tongue feature of the magazine, allowing me more time to hone the quality by watching some TV and stuffing my face with crisps.

If you have any comments, questions, or embarrassing personal problems that you want to discuss, feel free to email me at paul@pcengine.co.uk. And maybe the star of the next issue could be YOU!

It probably won't be though.

sunteam_paul

PC Engine Gamer is a free, non-profit, fan produced digital magazine aimed to spread the love of NEC's PC Engine games console. All images/screenshots/artwork used in this publication are copyright their respective owners/creators/companies and are used here for the purpose of comment, review and parody. All written text is copyright Paul Weller, or the original author if stated, and is not to be reproduced without prior permission.
Japanese research has concluded that moderate drinking can boost IQ levels.

Ninja Spirit

In the late 1980s, tensions were high and the world was on the brink of war. Two factions glared at each other across a sea of differences as their ideologies clashed. It seemed that only bloodshed would answer that ultimate question: Which is cooler, ninjas or pirates?

When Irem decided to release Ninja Spirit it seemed on the face of it that ninjas had won, but little would they know that the game would bring world peace. The pro-ninja camp applauded it for showing how the skill and tricks of ninjas were just awesome. The pirate supporters pointed out that the main character was suspiciously dressed in pirate-like clothing and spent the whole game killing ninjas, thereby proving pirate superiority. And so both sides were quelled and the world was again at peace. For now...

But let's get on to the story behind the game. Using the tried and tested method of rolling dice with words on, such as 'girlfriend', 'brother', 'kidnapped', 'killed' etc, they came up with the truly unique premise of the main character's father being killed by some beastly ninja person and a quest of noble revenge. It basically boils down to feudal Japan's version of going postal.

Luckily, this ninja *cough* pirate *cough* has a few skills of his

Ninja Spirit ©1990 Irem

You start out alone and with no friends. Like the fat kid at school.

own, and much like Michael Douglas in Falling Down, his arsenal gets more powerful as you progress. Moonlight (for that is the girly name of the ninja in question) has a veritable smörgåsbord of weapons to choose from. His suspiciously pirate-like curvy sword is his primary short range weapon, exploding bombs are long range but take valuable time to throw, the chain-sickle is extendible and can be swung around for maximum damage, and of course the ninja's favourite - the rapid fire shurikens.

Hit Me Baby One More Time

There are 2 modes to choose from: PC Engine Mode allows multiple hits before you die and Arcade mode is for real men as one hit will kill you instantly.

While all of these are pretty cool, toys are much more fun to play with when you have friends round - which leads us to Ninja Spirit's main gameplay 'gimmick.' You see, the staff at Irem obviously have a bit of a fetish for what in Konami terms we would call an 'option'. But not content with keeping options in shoot 'em ups such as R-Type, Irem staff took a leap of logic and decided to add them to a platformer. And you know what? The sheer audacity of this plan paid off, as once you are used to your two little spirit-buddies following you around, playing alone just never feels the same again. And it was also a boon for the marketing department, as suddenly the name of the game made sense.

Magical sticks of blue exploding dynamite are great for getting rid of giant zombie ghost samurai or Japanese knotweed in your garden.

Pirates vs Ninjas - The Final Verdict

Captain Jack Sparrow

Captain Jack would craftily weave a web of lies around the ninjas, confusing them until their heads exploded.

Pirates 1 : Ninjas 0

Morgan Adams

She may have sunk a big movie company, but Morgan has a fiery temper and boobs. Ninjas have no boobs, so they lose.

Pirates 2 : Ninjas 0

Captain Pugwash

He would just sit on them, the fat bastard.

Pirates 3 : Ninjas 0

It has to be said that their spark of originality seems to be limited to this feature, as the game itself is of a fairly regular design. Lots of running, lots of (very high) jumping with minimal platforming skill required, and an awful lot of slaughtering the hordes of pesky evil ninjas that just seem to breed like rabbits in the forests. I guess there's nothing better to do on those cold winter evenings.

"Your ears may be a trifle disappointed...."

Someone's going to wake up with a headache.

But that's not a bad thing really, as the game itself is jolly good fun. The levels whip along at a fast pace, looking atmospherically quite pretty as they do it, and the action is fairly non-stop. Your choice of weapon brings in a small amount of strategy to the game and also adds some variety, which is always welcome.

Your ears may be a trifle disappointed as Irem has the tendency to use quite thin, weedy sound in their PC

Pirates of the Caribbean ©Disney. Cutthroat Island ©1995 Cutthroat Productions LP/Momentum Pictures. Captain Pugwash © 2009 Gullane (Development) Ltd/John Ryan

Engine music. In Ninja Spirit they just about get away with it because the composition suits the period and the mass of sound effects tends to cover up any shortcomings in that area.

One can only wonder why there is a member of the Royal Military Police, including beret, flying around on a kite in Feudal Japan.

The main reason I have to mark down Ninja Spirit is the slowdown, which can break the otherwise fast and fluid gameplay. It gets really quite bad in places and like a pickled plum in the centre of a rice ball, it sours the taste of the experience somewhat.

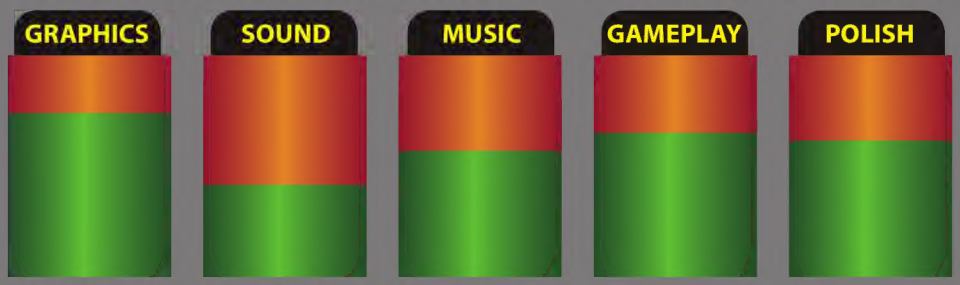
Shurikens can even take out killer meteors from outer space. Blimey.

But despite all that, this is a game for lovers of both ninjas and pirates. Let us all enjoy it and live in peace forever.

Pirates are cooler btw.

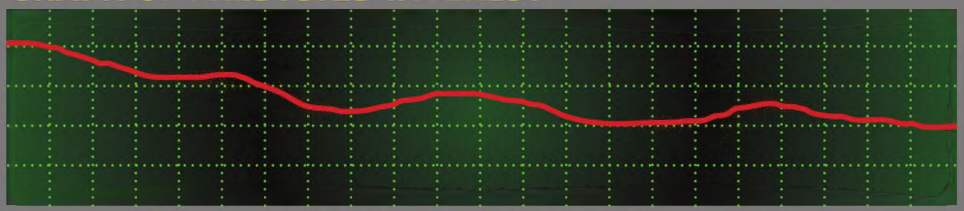
SP

THE OVERLY COMPLICATED SCORING SYSTEM



STAR QUALITY

GRAPH OF PREDICTED INTEREST



TOTAL SCORE

801

/1000

MAKER: IREM • YEAR: 1990 • FORMAT: HUCARD

Star Trek: Deep Space Nine ©2007 CBS Studios Inc/Paramount Pictures

PUZZLE ACTION

[ビルダーランド]

BUILDER LAND

Fais attention···des diables, des dénons, des fantômes terrifiants t'attendent á chaque détour de ton voyage, dans les forêts, dans les hameaux effrayants, dans les maisons hantées, dans le donjon du château, au royaume des ombres···
Tu feras ce voyage seul, á tes risques et périls···

悪魔や幽霊が待ち受ける野性の森や村、お化け屋敷に決して終わりのない王国城……。不思議な世界であなたはたった一人、このクレイジーな冒険を体験しようとしているのです。

フランス生まれのパズル・アクション・ゲーム

4月1日(水)発売

MICRO WORLD

Builderland ©1993 Micro World

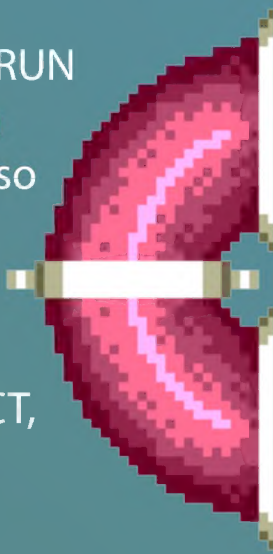
Fish & Tips

Hints and cheats to help you stay ahead of the pack

Mesopotamia: Sound Test and Hidden game

If you're fed up playing the game, why not try this little trick to listen to the soundtrack or even play a secret shoot 'em up. It might be crappy but it's better than *Deep Blue*.

At the zodiac select screen, hold UP and RUN until the screen starts to fade white, then push I. This can be a bit tricky to pull off, so persevere.



When you're done listening to the music (using I and II to play the tunes), hit SELECT, UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, II, I. This opens a rather pointless screen that allows you to adjust the brightness of the red background and the rate at which it flashes (use SELECT to switch between controls, while moving them with LEFT and RIGHT)

Finally, push II, UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, II, I to activate the graphically amazing space shoot 'em up.

Mesopotamia ©1991 Atlus

Dragon Spirit

Shoot 'em ups eh? All set in space full of ships and lasers, designed to appeal to the nerdy bespectacled sci-fi geeks. Well not this one, which is quite clearly a serious paleontological study on the later Mesozoic Era.

Well that's what I thought before I read the plot. It has something to do with some butt-ugly demon who has fooled his prison guards and legged it, then a hero dude comes along with his shiny sword and big ideas and gets himself turned into a dragon to save the world. You know, the usual stuff.

Don't worry, the graphics get better.

But the gods have a sense of humour. Sitting on their big clouds in the sky, they could have easily given him sixteen heads and molten breath that could destroy a planet. But nooo, they start him off with the basics and force the poor guy to fend for himself if he wants his fireballs to be more effective than spitting peas at hippos.

Much of his extra power comes from destroying giant prehistoric eggs that litter the landscape, so it's really no surprise that every dino on the planet is set on revenge. After all, if you went into a nursery and started eating babies, I'm sure you wouldn't be the most popular person in the world. But in this case it's worse. I mean, even the frikkin' trees are out to get him.

"...having three heads might sound awesome..."

But nevertheless, these taste pretty good - good enough to increase his firepower, or even grow an extra head. Naturally, having three heads might sound awesome, but it also makes him a bigger target, so he has to keep those six eyes open.

Dragon Spirit ©1988 Namco

Be sure to take out ground targets quickly, as they are tricky little buggers to hit when the screen is full of bullets.

Of course, being a hero of worth, our man Amul (for that is his name) decides to take the scenic route to conquer his foes, flying over mountains, volcanoes that spew lava high into the sky, deserts, jungles and so on, taking in the views and coming face to face with the mighty beasts that lay in wait at the end of each area.

At this point you might be wondering what exactly makes this game stand out from any other vertically scrolling shooter. Well the answer is not much, but some. And before you try to figure out if that made any sense, I should probably elaborate.

With the extra heads, watching your wingspan is very important to survival.

Unlike space based shoot 'em ups, Dragon Spirit offers both air-to-air and air-to-ground based attacks. In fact, a lot of your foes are wandering around on the ground below so proper use of these attacks is crucial. Personally, I've always been in two minds about these systems. On one

You're not the boss of me

Nessie is scary fast but powerful shots take him out easily.

The phoenix has some very hard to dodge lava rocks. Concentrate!

Destroying the ground pods is key to snuffing out this plant.

Rejects from Galaga '88 set out to attack.

hand, it adds a little more skill and variety to the gameplay. On the other hand, it just gets in the way of the mindless blasting that you sometimes desire in the genre. It also reminds me of Xevious, which is never a good thing.

Aside from that it's fairly standard blasting fare. Graphically, it remains fairly faithful to the look and feel of the arcade original - which can be a tad bland and repetitive in places, but not worryingly so. It generally looks nice, but somehow lacks any real flair to the presentation.

Audio is a high point however. The sound effects are functional, but the music is just fantastic. The tunes are catchy without being too twee, the sound used is buzzy and appealing, and there are some truly great compositions here. While taken individually it may have less impact, but as a collection, the music is some of my favourite chip work on the PC Engine.

"It's not a game you can rush through."

In terms of balance and difficulty, it's probably aimed more at the moderate shoot 'em up player rather than the beginner. The size of your dragon and the two massive wings sticking out the sides can make dodging enemy fire a little trickier than your average spacecraft-based game, and there are times, even fairly early on, where finding a path between a spray of bullets can be somewhat challenging.

It's not a game you can rush through. Care and practice are needed to properly progress, and although the pace is slower than

Good Egg

Everyone knows that eggs are good for your health, and this is also true in Dragon Spirit.

Red eggs drop items that increase the power of your flames, whereas blue eggs drop those essential items that multiply your heads.

Be on your guard, as getting hit can not only drop your life meter, but you can also lose firepower, so destroy all the eggs you can.

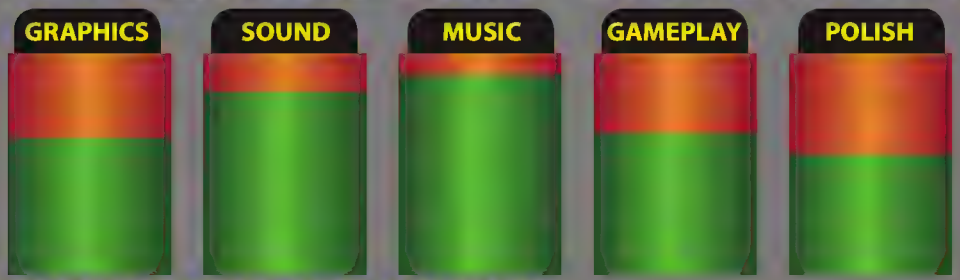
With some luck, you might get the uber-weapon that spits out fireballs like explosive diarrhoea.

many similar titles, that doesn't mean the game is easier. In fact, it lulls you into a false sense of security before squarely ramming a fireball up your scaly behind.

I find it kind of hard to come down to a definitive opinion on Dragon Spirit. It's good. It provides a challenge. The music is great. I just feel it needed something more. Something extra to elevate it to being an essential purchase. It's missing that something, but don't let that put you off trying it. **SP**

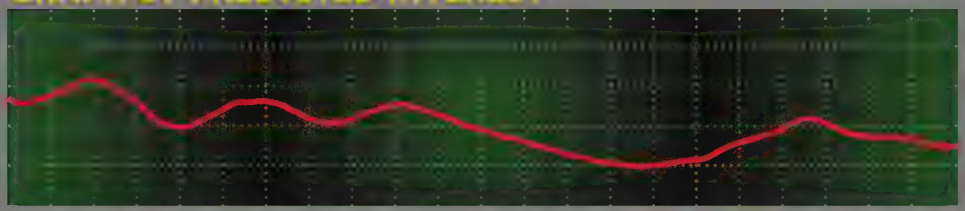
Take care around things that explode when you shoot them, leaving multiple objects to dodge.

THE OVERLY COMPLICATED SCORING SYSTEM



STAR QUALITY

GRAPH OF PREDICTED INTEREST



TOTAL SCORE

768

/1000

MAKER: NAMCO • YEAR: 1988 • FORMAT: HUCARD

Star Trek: Deep Space Nine ©2007 CBS Studios Inc/Paramount Pictures

Gaming Tongue

The world of gaming is not confined to the PC Engine. **Joe Redifer** gives you a taste of whatever else is out there

Kenseiden • Sega • 1988 • Sega Master System

One often overlooked game for the Sega Master System is Kenseiden. Instead of tiny-looking sprites that we were used to seeing in those days, it features HUGE characters that make The Kung-Fu look absolutely pathetic by comparison.

You control a left-handed samurai. That's right, left handed. No matter which way he faces, left or right, he swings his sword with his left hand. Very few game systems throughout history have had the raw power to do this, normally they just reply on simple sprite-flipping due to lazy or poor programmers who had no business being in the game industry. But since Sega had the best programmers ever, they were able to accomplish this feat. However it is a bit surprising because there is the phrase "In Japan, no left hand" which basically means most if not all peeps over there are forced to use their right hand as their primary. That means Ken (which I presume is the name of the main character) is a true rebel and lets nobody control him.

It's sort of like The Super Shinobi, but with skeletons.

The game features 2 MEGA POWER for some amazing visuals, fantastic music and lots of different stages. You power up your weapons and abilities throughout as well as find secret rooms and areas. The game can seem very difficult, but I managed to be able to beat it regularly without any cheats back when I was 14. 14 year-olds are teenagers. Teenagers aren't even real people, otherwise they'd be adults. If a non-person can beat it, you stand a chance, too! But you must stick with it. Don't try to use the level select, you'll die really fast since it doesn't come with the upgrades you earn throughout the game. A must in anyone's SMS collection to be sure. **JR**

Kenseiden ©1988 Sega

GI Joe • Konami • 1992 • Arcade

GI Joe is an arcade game by Konami based on an elite team of do-gooders whose sole mission is to fight the world's most inept terrorist organization, Cobra. The real military doesn't have to fight them because they are never able to cause anything more than comical mischief.

Costumes designed by 'Queer Eye for the Bad Guy'.

The arcade game, which never saw a home version, plays like another arcade game called Devastators, also by Konami, in which you run forward into the screen with massive amounts of blocky, scaling objects coming at you. There is a lot more on-screen this time compared to Devastators, and the game is much zippier. You basically just move your character left or right while moving an on-screen cursor around to murder various Cobra soldiers. That's right, murder. Cobra, who has never been able to kill even one person in its entire existence, has earned the death penalty for each and every enlisted member. You can also shoot a mega-bomb which is different for each character.

Speaking of characters, Konami has given you the American right to select from Duke, Roadblock, Scarlett and Snake-eyes. I want to talk about Snake-eyes. Anyone who is familiar with GI Joe lore knows that Snake-eyes does not talk. But here he does. He says "Yo Joe!" What a jabbermouth! His costume also looks nothing like what it does everywhere else. Regardless, the game is pretty fun for a while but grows repetitive quickly. The music is almost noteworthy, but not quite so I'll stop writing about it now. The graphics are nice, but very blocky and really show off Cobra's FABULOUS colour coordination. Forget about being stealthy, any Cobra vehicle could be seen hundreds of miles away with the crazy pastel colours they chose to adorn their vehicles and uniforms with. **JR**

*There's nothing like a decent bit of desert camouflage. And this **is** nothing like a decent bit of desert camouflage.*

Neo Turf Masters • Nazca • 1996 • Neo-Geo

Hmmm...should this be considered an arcade game? Perhaps, but I have never played or even seen this in any arcade-type establishment. In fact, the first time I ever played the game was the port on the Neo-Geo Pocket Color. It was a fantastic game. But when I learned that it had a big brother for the REAL Neo-Geo, I knew I had to have it. So I quickly bought a Neo-Geo from a thrift store (they always have a bunch) and I bought the game at a yard sale.

It mostly looks pleasant enough, though the overhead graphics are a bit on the dull side.

First of all, many people may pass this game up simply because it is a golf game or perhaps you don't like any type of sports games at all. That would be a mistake. This is one of the most arcade-like sports games ever. It has a fantastic pace, lots of excitement and energy that can't even be found in a lot of action games and is truly fun to play, even if you lose badly… which is likely. The voices in this game are quirky and immensely entertaining. The scratchy female announcer likes to shout "On the gweeeeen!" when the ball finally lands on the putting green. If you make PAR or better, you have a chance to hear your player shout "BINGO!!!!". Wrong game, numb-nuts. But it is still enjoyable beyond belief. This is what arcade-ness is all about in my opinion… the energy and excitement created that makes you want to keep playing again and again. Very few games offer this.

Obviously not a fan of 'The Maltese Falcon'.

The voice casting is also interesting. The same voice actor portrays all of the different characters in the game. He doesn't even make an attempt to sound different for the German dude or the Japanese dude or anything. I take it the guy they hired (after countless auditions, I'm sure) didn't exactly get straight A's at drama school. Unfortunately there seems to be no IMDb information for this person. I'd like to see what else he's done. I'm sure he's a great guy with many friends. **JR**

Neo Turf Masters ©1996 Nazca

Ys Seven • Xseed/Falcom • 2010 • PSP

A few of you might remember a couple of games called "Ys" something-or-other on the PC Engine. It's not Mario so you probably haven't heard of them. But the 7th game in the series was released on the PSP in August of 2010 and it prompted me to buy a PSP just to play it. I don't regret it at all!

It's Ys Jim, but not as we know it.

The quest clocks in at just over 20 hours or so which feels about right. The dialogue can be a little overdone as seems to be the case with many games these days. How I miss the days of limited ROM space and limited RAM, developers chose their words wisely. Nowadays we have to read the equivalent of a novel every 20 minutes. The combat, for the most part, is excellent, though when the camera zooms back it can be difficult to discern who you are controlling. This can be an issue during the long boss fights. You can control a whole mess o' peeps and Adol is just along for the ride.

The music is really good for the most part and you will hear plenty of Falcom goodness in its composition, so be sure to illegally pirate it if you can *(Um, actually don't do that...SP)*. The graphics are good and do the job and I didn't really have any issue with the game using polygons or being in "3D". Unfortunately the game does lack in presentation compared to Ys 1-4. There are no "animated cutscene cinemas" and no voiceovers as was a staple in the first four games in the series. That made me sad as the game only uses less than 500MB which is far less than half of the disc space available. One thing that is refreshing, however, is that you are not fighting to save the entire world/universe like you usually are in JRPGs. You are fighting to save an area about the size of Lakewood, Colorado. Pick this game up, you shouldn't miss it! **JR**

Ys Seven ©2010 Xseed/Falcom

NEC

近日発売

WANTED
DEAD OR ALIVE

お宝を3分以内に盗み出せ!!
「ボナンザブラザーズ」いよいよ発売!!

SUPER CD-ROM専用ソフト

BONANZA BROS.
ボナンザブラザーズ

©SEGA 1990 REPROGRAMMED by ©NEC Avenue, Ltd. 1992

SUPER CD-ROM/CD-ROM両対応 近日発売!
スペースファンタジーゾーン
©SEGA 1988
REPROGRAMMED GAME ©NEC Avenue, Ltd 1992

SUPER CD-ROM専用ソフト 近日発売!
モンスターメーカー

NECアベニュー株式会社
〒102 東京都千代田区麹町2-14-2 麹町NKビル

ニューメディア事業部 ▶お問い合わせ(平日/午前10:00~午後7:00)
03(3288)0330 テープサービス 03(3288)0880

Interview

Feena • Ys I.II

PCEG: We're here today with Feena, a Goddess of Ys. Thank you for joining us Feena.

FEENA: You're welcome.

PCEG: Tell us, what is it like being an actual Goddess?

FEENA: Well at first I was kind of 'what-ever' but my sister, who's also a goddess you know, but I have like nicer hair, well she said that I could get this boy to like me, so I was like 'let's do it' and she was like 'OK, get yourself captured and he can rescue you' and I did and he like totally fell for me and it was sooo cool.

PCEG: Err, alright. What do you like to do when you're not being a goddess?

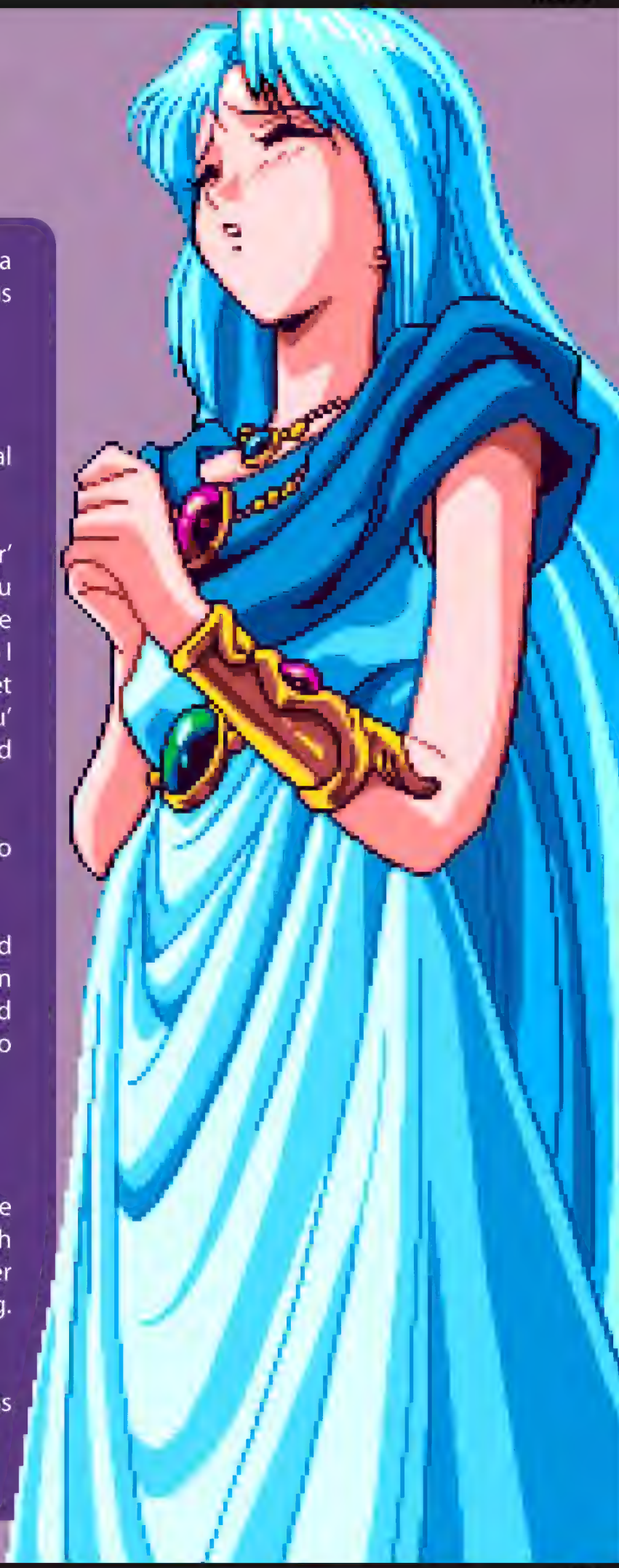
FEENA: You know, I like totally strip off and get this big black pearl and like hold it in front of me and all the boys like want me and stuff, but they can't quite see everything so they like go mental and that.

PCEG: So are you in a relationship now?

FEENA: Well I thought I was but he like started seeing this stupid mortal girl with like totally red hair. She like spent all her time standing by trees and like crying. What a bitch.

PCEG: Well thank you for your time, it has been a most enlightening interview.

Uh, is that a black pearl you have there?



Ys IV ©1993 Hudson Soft/Falcom

Feedback

Good or bad, let's hear it (unless it's bad)

The feedback from the first issue of PCEG has been wonderful, and although it will probably dry up now and you'll never see another letters page again, here is a spattering of what you've said so far. And if you want to get in touch (feel free to comment or ask me about anything) then you can write to paul@pcengine.co.uk.

Purely fantastic read! Thank you Sunteam from the bottom of my stomach lining.
Mathius

My spleen says "You're Welcome." SP

This looks awesome, Paul!!

What's with Dr. Polaski and Wes? Though, I actually preferred Polaski over Crusher. Gave TNG much needed conflict between the characters. But I digress...

Your Bikkuri review has inspired me to tackle it again. I was so close to finishing her off. *(No comment...SP)*

Anyway, I love the format and the layout and look forward to more.
ceti alpha

Pulaski represents someone who is unfairly overlooked, despite having some unique qualities, much like Bikkuri Man itself. Wesley represents the much hated underdog who can be appreciated for what he really is by those who look past the surface - much like The Kung Fu. And I bet you thought I was just being random for the sake of it... SP

Looks great, but isn't there an easy way to download the whole thing?
ccovell

So "online magazine" means we can't get a print version? B/c that would be sick.
mobiusclimber

I would buy a print version. But awesome work! I love it.
sensei

I'm ready to pay my £15 for 13 issues plus airmail from the UK
nikdog

Love it! I would pay for a hardcopy of this monthly/bi-monthly.
bernielindell

Ah, it is unlikely (and by unlikely I mean Deep-Blue-getting-a-3D-remake-on-the-Xbox360 unlikely) that you will ever see a print version of PCEG. However, while browsing the issue (via issuu.com), the more eagle-eyed of readers may have noticed the big green arrow at the top with the word DOWNLOAD next to it. This gets you a spiffy PDF file that you can take to your local copy shop and demand they print for free because it's so awesome. SP

Back To The Future ©1985 Universal Pictures/Amblin Entertainment

This is great. The retro theme is perfect. It looks like it came out back in the 80's.
DJLobo

*And I thought I was being all modern and trendy. *sob* SP*

Great Mag. Definetly a must for every PCE owner and to who wants to own one. I'm already a subscriber for a longtime of sunteam channel on youtube. But this beats everything I could imagine... It so beautifully done... should be on paper and on the newstands. Awesome articles and grafx... Congratz... keep it forever coming.
WarFado

Well thank you sir, particularly for mentioning my YouTube channel, which has lots of yummy PC Engine goodness. And don't forget the Facebook page for essential updates on both PC Engine Gamer and the PC Engine Software Bible site at www.pcengine.co.uk. That is the end of this public service announcement. SP

Hello there!
I just wanted to let you know that I've just read the first issue of PC Engine Gamer and I completely loved it. Okay, I mean, the idea of a magazine about PC Engine written NOW in 2010 is awesome to begin with - but it was also the way it was put together. Nice layout, exciting and at the same time relaxed language, a few jokes here and there..
Maybe a bit on the short side but that's probably just my thirst for PC Engine-stuff talking. :) Well done, I really must say! If you decide to make other issues I will download and save them as well!
Kind regards from Sweden,
Starfighter

Hello to you and all the other Euro PC Engine Fans. The 'Engine is often the forgotten retro machine and we need to promote its goodness as much as we can. In fact, anyone who takes a picture of them holding a sign about the PC Engine in an exotic place and sends it in to me will win, erm, nothing. SP

Translation Fun

Thanks to Google Translate, here are some comments from Blog WiiClube (http://wiiclube.uol.com.br). Thanks guys!

Very crazy the hood!
mark

Mental the pocket! SP

I prefer PC same engine (easier to read and speak) I honestly know very little seobre this video game, or knew him, I only know of its existence when I read ROMS PC Engine emulation on a website. But what I know, he was a oncorrente the SNES and Mega Drive, also taking their glorious games. But never played any.
THIAGO MARTINS

Well get your finger out and play some! SP

16 Turbografx 16 was the bit of NEC. It was a great island, with good games and very nice graphics. He had some games that were copies of the successes of other systems , but had the best of all Bronx too, just to cite one example. But at that time, war between Sega and Nintendo, NEC did not have the chops to play the contest. It is worth quoting the notebook NEC tb. His performance was equal to the console table, and games could be used on both the console and in the laptop. At the time my dream was not realized consumption.
torreal

I agree (I think). SP

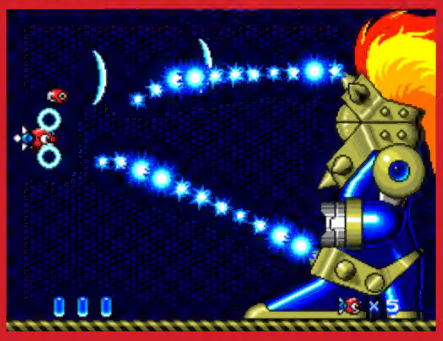
The Final Countdown

A definitive top 10 of PC Engine game features

Level 1 Bosses in shoot 'em ups

10. L-Dis

While high on drugs, the creators came up with this gem. Its a shoe. With fiery hair. And homing lasers. Awesome.



9. Cotton

Worth inclusion for the FX, this spinning head thing makes the screen bounce in a pretty cool way before gobbing out crap at you.

8. Hana Tāka Daka!?

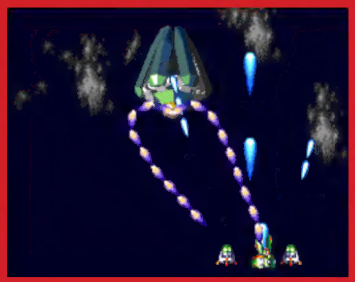
WTF is this? I mean, really, WTF is this? It gives me nightmares.

7. Darius Plus

Not just the surprise of a giant blue fossilised fish at the end of the level, but the whole Darius boss experience with swirly clouds and flashing warnings makes this memorable.

6. Sapphire

Although pre-rendered sprites are a bit of a lame cop-out, this get points for the nice animation and tenacity of the boss as it transforms several times before going belly-up in a lovely looking explosion. Kablooooooey!



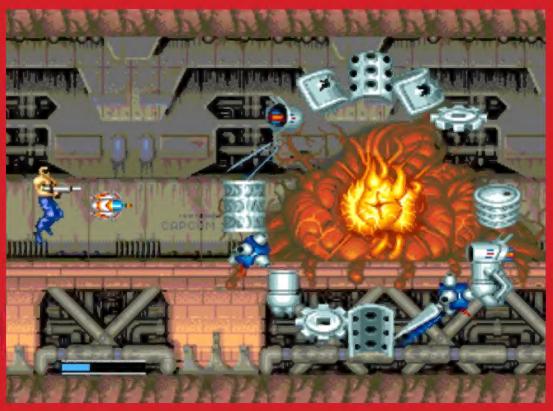
L-Dis ©1991 NCS/Masaya. Cotton ©1993 Hudson Soft/Success. Hana Taka Daka!? ©1991 Taito. Darius Plus ©1990 NEC Avenue/Taito. Sapphire ©1995 Hudson Soft.

5. The Lost Sunheart

If the initial freaky-ass naked baby-man climbing a building was not enough to traumatise you, the snake-like eyeball-guts surely will.

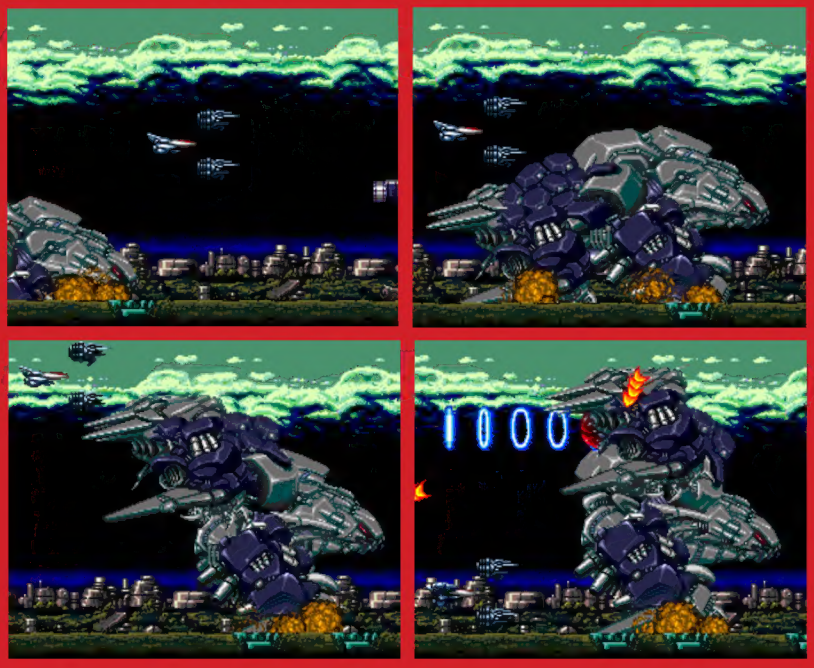
4. Forgotten Worlds

Paramecium may be a doddle to kill, but the classic design with ring of swirling garbage makes this a winner.



3. Aldynes

Just when you think it's coming up from behind (fnar), this beast does a jaw dropping transformation that you really don't expect.



2. Spriggan

A wingéd ship may not be that impressive, but the first time you see all the tiny little soldiers rush into it, it's just really, really cool. Aren't they just cute?

1. R-Type

If you looked up 'boss' in the dictionary, this is what you will see. Accompanied by the most memorable boss music ever, the appearance of Dobkeratops is one that you will never forget. An all-time classic.

The Lost Sunheart ©1992 Imax. Forgotten Worlds ©1992 NEC Avenue/Capcom. Aldynes ©1991 Hudson Soft. Spriggan ©1991 Naxat/Compile. R-Type ©1988 Hudson Soft/Irem.

sunteam

www.pcengine.co.uk/sunteam